

Impassable

CHRISTMAS ISSUE

Impassable is a journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., E.S.T., on weeknights except Mondays. Sub to Impassable is 12/\$2.00. A shorter sub is available at 6/\$1 for newbloods. This is a tri-weekly zine, a subsidiary of Chapel Hill Publications founded in March of 1972.

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GAME

OPENINGS

IN IMPASSABLE

This issue starts our first Novice game to be differentiated from the newbloods games. The initial report can be found on page 3. Also in this zine for the first time is a game transferred from the now defunct AQUARIUS zine, 1973BU. This game is also on page 3.

The 2nd Experienced Game received a Boardman Number and is now known as 1974HN!

Despite all this progress, there are still three games begging for players!

THIRD EXPERIENCED GAME: Has only 4 spots filled, I need 3 more!

NEWBLOOD #8: Only 1 spot to go!

Newblood #9: All 7 spots are open!

The gamefee for any of the above games is \$7.00 which covers all the issues on your game while you are playing. \$8.00 will mean you are guaranteed of getting all issues on your game even if you are eliminated provided you don't drop out. Drop-outs lose everything!

Also, if you want airmail service, you can send a \$1.00 deposit to be used to cover the difference. We don't recommend airmail except to those on the West Coast or in Canada.

CHP WISH YOU A MERRY CHRISTMAS

Please enjoy this Christmassy issue of Impassable. It is out a little late, but that's due to the longer length and the usual time pressures during the holidays. A postponement in previously announce deadline was made to avoid the Christmas-New Year rush in the post offices of this country. I wish you all a very Merry Christmas, and a Happy New Year too! Cheers, John

NEWS OF THE DIPLOMACY HOBBY

These cold winter months always seem to make people a bit more gregarious and apt to say something. So was the case with myself in last issue. Witness my not so funny remarks about the TDA. Several have written about my biased views and inaccurate facts. The fault lies with me, of course, in not having made it clear that these inaccuracies were meant to be such. I do not support the TDA, of course, and for most of the reasons listed. However, the remarks in reference to John Beshara were trying to make a pun of the fact that though he is supposed to have his hand in every rotten deal coming out of New York, that the truth is the opposite in which I feel that the case of Mr. Beshara has been overstated. One who does not play games or very few at the least, and one who does not publish is simply not active in this hobby. So, whatever power many people seem to attribute to Mr. Beshara and the TDA is more make believe than real. The Diplomacy hobby is one made up of egotistical and vain people--each not willing to submit without a fight (or a stab in the back). In nicer words, the hobby likes to be in a constant state of turmoil and hates being organized, even democratically.

New Yorkers are not rotten through and through, they aren't just as nice as we Pennsylvanians! So, in the good spirit of Christmas cheer, I wish them all well and hope that they'll be back next year with more of the same--for without anybody, this hobby is nothing more than a dull piece of paper being circulated around.

The hobby does like to get together every now and then, so there are news of two groups willing to organize next summer's DipCon. Nominally, the DipCon has become the "official" convention of Diplomacy players, being dubbed as such by the IDA and/or a majority of the big publishers.

From Chicago, I hear that Gordon Anderson wants to hold another Citex and hopes that it will be DipCon VIII. From New York (them New Yorkers again!), a group apparently headed by Edi Birsan wants to hold the DipCon in New York City. I mentioned this in last issue, and I approve of it for the East Coast has never held the DipCon--and it would be about time.

Nevertheless, the question is brought up whether more than one convention could be

(cont. col. 1, pg. 6)

Game 1973BU, Summer & Fall 1917

ANGLO-GERMAN ALLIANCE GAIN HALF OF EUROPE:

Note: This game is transferred from the now defunct presszine, AQUARIUS. All players have been heard from with the exception of James Massar. I have since heard he has auit publishing and dropped out. So, I am asking John Hulland to standby for Italy (if he will let me know this coming season, he can have Italy, by the way)

Summer 1917: Austria R A Tri-Bud, Turkey R A Bul-Con

Fall 1917:

AUSTRIA(Tonnesen): A Alb S A Ser-Gre, A Bul S A Ser-Gre/a/, A Ser-Gre, A Bud-Ser

ENGLAND(Greenwell): F Mid-Spa(sc), F Eng-Mid, A Por S F Mid-Spa(sc), A Mos S Tur F Bla-Sev/r/, F Nwy-Bar, F Nth-Nwg, F Bel-Eng, F Lvp-Iri

FRANCE(Chin): NMR. F Iri H, A Spa H/a/, A Mar H/a/

GERMANY(Barents): F Bre-Gas, A Gas-Mar, A Bur S A Gas-Mar, A Mun-Boh, A Ruh-Mun, F Kie-Hol

ITALY(Hulland?): A Tri S A Tyr, A Tyr S A Tri, A Ven-Pie, F Tun-NAf, F Tyr-Wes

RUSSIA(Hendry): A War-Mos, A Ukr S A War-Mos, A Rum S Tur A Con-Bul/nso/

TURKEY(Blank): A Con S A Gre-Bul, A Gre-Bul, F Aeg S A Gre-Bul, F Ion-Gre, F Bla-Rum

AUTUMN & WINTER 1917 due Friday, January 17, 1975 at noon, E.D.S.T.

COA: John Hendry, 17 Price Rd., Peabody, MA 01960 til January 26th, then back to school.

Fall 1917 Supply Center Chart:

Austria: ~~T~~~~r~~~~i~~, Vie, Bud, Gre, Ser (4) B1, lost 1

England: Hom, Nwy, StP, ~~M~~~~os~~, Swe, Bel, Sev? Por, Spa (9 or 10 depending on retreat) B1 or B2

France: ~~M~~~~ar~~, ~~S~~~~pa~~, ~~P~~~~or~~ (0), R1, out of game
Germany: Ber, Kie, Mun, Den, Hol, Par, Bre, Mar (8) B2

Italy: Hom, Tun, ~~M~~~~un~~, Tri (5) SP

Russia: War, Mos, Sev?, Rum (3 or 4) SP or B1, depending on English retreat

Turkey: Hom, Bul, ~~S~~~~er~~ (4) R1

No Press! Well, print some for next issue, but keep it short? Sorry for the troubles with Aquarius, fellas, all those who haven't received refunds will get it soon in the mail. Thanks again for your great patience. Good luck in adapting to the fast pace in here.

NOVICE GAME #1

HEY DOUG, I NEED A BOARDMAN NUMBER FOR THIS!

The blood-sucking players for this game are as follows:

Wayne Callahan, 59 Pinecrest Rd., Whitesboro, NY 13492. AUSTRIA

James Cooper, 6192 Preston Haven, Dallas, TX 75230 TURKEY

Bob Fanelli, 916 E. Sharpnack St., Philadelphia, PA 19150 GERMANY

Kevin Gallagher, 5035 Hibbs Dr., Columbus, OH 43110 RUSSIA

Jim Harsney, 24 Benton Ave., Youngstown, OH 44515 ENGLAND

Lee Kendter, 4347 Benner St., Philadelphia, PA 19135 ITALY

Steve McLendon, Box 57066, Webster, TX 77598 FRANCE

The Preference Chart:

Callahan	F G A T R I E
Cooper	G F T E I A R
Fanelli	G E F A T R I
Gallagher	R G A T F E I
Harsney	E T F R I G A
Kendter	E F T I G R A
McLendon	F E T G A I R

As you can see, everyone liked the same coun- tries, so one players gets a fourth choice, unfortunately. But, that's war! Peace?

SPRING 1901 Orders are due Friday, February 7, 1975 at noon, E.D.S.T.

Note: It is our practice to give six weeks for initial negotiations. However, with the holidays lengthening one deadline, you will have 8 weeks. This is better, I think, than 4 weeks, so, don't be rash and hear all sides before you move next February! Good luck, gentlemen.

GAME 1974HN (Formerly Exp. Game #2)

SPRING 1901 POSTPONED!

We now have a Boardman number from Doug Beyerlein. We thank him! The delay in the first season is due to change in publishing dates for Impassable as a result of the holidays interfering. So, the new deadline is:

SPRING 1901 Orders due Friday, January 17, 1975 at noon, E.D.S.T.

IMPORTANT NOTE: Another good reason for a delay is that Francis McIlvaine had to resign.
(cont. col. 1, pg. 4)

As a result, I have thought over the correct decision for this game. I felt that with the time until next issue and the known fact of a reliable player, I have chosen the following to replace McIlvaine as the new ruler for Russia:

Walter Blank
RFD #1, Box 181
Ontario, WI 54651

To act as stand-by, we are asking Richard Greenwell to take that position. If Walter does not want to spend his \$4.00 credit on this game, then we will take Richard's \$4.00 if he wants to play. However, I'm sure that Mr. Blank will want to play in this game. So, I have no doubts that he will play.

So, consider him the new Russian player starting with Spring 1901 and thus for the entire game. Please give him every chance to be an ally since this is still at the beginning of a whole new game! Thanks.

GAME 1973Dd1, Autumn & Winter 1022

WAR OF NERVE AND WORDS BREAK CHRISTMAS PEACE

Note: Will Bob Fanelli, 916 E. Sharpnack St., Philadelphia, PA 19150 please stand-by for Munster? Thanks.

Error Fall 1022: Scotland's supply chart did not list Mona so he gets 2 builds instead of 1 as previously stated.

Autumn 1022: Kymru R A Sta-Glo; Munster NMR, GM R A Ros OTB.

Winter 1022:

KYMRU(Gemignani): R A Glo, A Str

LEINSTER(Fujihara): R F Man

MUNSTER(Dick?): NMR. Will be 2 short

ORKNEY(Keller): B F Sky

SCOTLAND(Tonnesen): B F Dun, A Lis

SPRING 1023 due Friday, January 17, 1975 at noon, E.D.S.T.

Winter 1022 Positions:

Kymru: A Her, A Bue (2); Leinster: A Mea, A Uri, F SIS, A Tar (4); Munster: F Mid, F GaB, A Ern, F Wex (4--short by 2); Orkney: F CaB, A Don, F WMi, F IAt, A Ros, F SLB, F Arm, A Oma, A Spe, F Sky (10); Scotland: A Gte, A Sta, A Shr, A Car, A Ang, F Law, F Isl, F Sol, F Dub, F NSG, F Mon, F Dun, A Lis, A_Yor (14)

Press:

Scone: Mark wishes Peggy, Doug, Tom and David a Merry Christmas and a safe, drunken

Happy New Year.

Kymru: The arrest of certain priests was announced by the League of Descrpeancy, Morality and Mother's Apple Pie. These priests were found (after several compliments of over excited people in the area) doing certain dances (best left undescribed) and singing certain songs (best left out) around two stones. One was very large and unduly ugly and the other was rather plump and vibrated all over. The priests were heard to scream words to the effect of "Take it Off" to certain misguided young girls who were during the time doing a number called, "The Sacrifice". The girls escaped several eager zealots who tried to grab them. (All in the interest of morality) by jumping between the two stones shouting "Whee." Two members of the League were slightly injured during the jump. They had shiners from peeking between the stones. The misguided girls' cries were believed to be an older form of "Whew", a word best left unsaid.

The priests were later released on \$.50 total bail and immediately continued their dancing. This time they limited their efforts to The Unhinged Stone Wiggle (it had been a trying day). The Stones wiggled right along with them. And the misguided girls popped out of the smaller stone wearing only a piece of heather, singing, Mal the Knife. One of them is now dancing under the assumed name of Old Lucy Brown. Several members of the League (who were gathering evidence) witnessed her continuing life of sin, but they did not describe her as very old at all.

Kymru: Leinster--you and England, who is now gone, have played both sides against the middle. Now England has been squeezed out and you are sandwiched in between. You deserve that which you are getting! It is not nice to fool mother Kymru. May the Great Stone fall on you like it did on England.

Stonehenge: The Great rumbling sound coming from the two stones disrupted the midnight orgy of the priests and their nubile girl sacrifices. They ran screaming with fear and trepidation. The two stones, bemused, stopped rumbling when something happened! A piece of rock fell off the smaller stone! This rock became imbedded in the ground next to the two and it reached into the air only about two feet! The Great Stone was heard to say, "Two makes three makes more til all of the fools are crushed under weight of numbers. Be this a prophecy of doom for mortals."

Game 1970BJ, Winter 1913

SPRING SEASON SEPARATED BY SEVERAL:

Temp. COA: Howard Mahler, 7-16 Leggett Pl.,
Whitestone, NY 11357 til January 2.
Votes on Draw: England, Russia, Italy--Yes,
Austria, Germany--No. Proposal defeated.
Error Autumn 1913: Russia was the country to
retreat A Liv-OTB, not England. Gets to build.
Winter 1913:
AUSTRIA(Beyerlein): Build declined
ENGLAND(Keller): SP
GERMANY(Mahler): Can't build, will be 1 short
ITALY(Phillips): R F Ion
RUSSIA(Kelly): B F StP(NC)

SPRING 1914 due Friday, January 17, 1975 at
noon, E.D.S.T.

Winter 1913 Positions:

Austria: A Mun, A Boh, A Tri, A Vie, A Ser,
A Alb, A Gre, A Bul, A Liv, A War (10-1 short);
England: F Lon (1); Germany: A Ber, A Kie,
F Hol, F Bel (4-1 short); Italy: F Nat, F Wal,
F Nwg, A Par, A Tyr, A Ven, F Adr, A Bur, F
Eng, A Pic (10); Russia: A Yor, F Cly, F Edi,
A Nwy, A Con, A Smy, F StP(NC) (7).

Game 1972BG, Spring 1913

ITALIAN MEDITERRANEAN FLEET BOTTLES UP AUSTRIAN
NAVY IN THE BLACK SEA WHILE AUSTRIAN TANKS
RECAPTURE TRIESTE IN FIERCE FIGHTING! WAR%.

AUSTRIA(Ball): A Hol-Bel, A Kie-Mun, A Ruh S
A Kie-Mun, A Sil-Gal, A Pru-Liv, A War-
Mos, A Sev S A War-Mos, A Ukr-Rum, A Tyr-
Tri, A Vie S A Tyr-Tri, A Gre-Ser, F Bla-
Con
ENGLAND(Swies): A Yor H, F Lvp S F Nwg-Nat,
F Lon-Eng, F Nwg-Nat
ITALY(Hrbek): F Aeg-Con, F Ank S F Aeg-Con,
F Ion-Aeg, A Tri-Ser/r/(Bud, Alb, OTB),
A Ven-Tyr, A Pie S A Ven-Tyr, A Rom-Ven
A Bur-Mun, A Par-Bur, A Pic S Rus F Bel
H, F Eng-Nth, F Iri-Eng, F Nat-Cly
RUSSIA(Fish): F Bel H, A Mos S A Liv/r/(StP,
Ukr, OTB), A Liv S A Mos, A Swe-Den,
A Nwy H

SUMMER & FALL orders due Friday, January 17,
1975 at noon, E.D.S.T.

Press:

Rome, Italy, April 1913: Military Strategists
in King Ernesto il Ginzo's war council have
had little public comment since Italian

forces have engaged enemy forces on four
fronts. The King has indicated that he
strongly desires to seek peace with the
Austrian Aggressor Government, but has stated
that the only terms acceptable to the Italian
government will be disbandment of all
Austrian fleets and all armies outside of
the Austrian homeland. Thus far, the King
stated, the Austrians have been most unco-
operative.

Game 1972BW, Fall 1913

TURK NAVY SMASH THEIR WAY INTO IONIAN FOR
ONLY MILITARY BATTLE ACTION IN EUROPE!

FRANCE(DePrisco): F Bar H, F Nwg S F Bar,
A Pie S Ita A Ven, A Yor-Bel, F Nth C
A Yor-Bel, F Eng S F Nth, F Hel S Ita
A Kie, A Hol S Ita A Kie, A Ruh S Ita
A Kie, A Bur-Mun
GERMANY(Davies): F Den S A Ber-Kie/nsu/,
A Ber-Kie, A Den H/u/
ITALY(Swies): A Kie H, A Ven S F Adr-Tri,
F Adr-Tri, F Ion H/r/(Apu, Nap, Tyn,
OTB), F Tun S F Ion
RUSSIA(Knudsen): A Liv H, A Sil S A Mun,
A Mun S Ger A Ber-Kie, A Tyr S Tur A
Tri, A Vie S Tur A Tri, F Nwy S F Ska,
F Ska S F Nwy, F Bar S F Nwy/nsu/,
F StP(nc) H/u/, F Bal S Ger F Den/nsu/
TURKEY(Abbott): A Tri S Rus A Tyr, A Boh S
Rus A Mun, A Ser S F Alb, F Eas-Ion,
F Alb S F Eas-Ion, F Gre S F Eas-Ion,
F Aeg S F East-Ion

AUTUMN & WINTER 1913 orders due Friday,
January 17, 1975 at noon, E.D.S.T.

Fall 1913 Supply Center Chart:

France: Hom, Bel, Spa, Por, Hol, Lvp, Lon,
Edi (10) SP
Germany: Den, Ber (2) SP
Italy: Hom, Tun, Mun, Kie (5) SP, was 1
short
Russia: Hom, Nwy, Swe, Rum, Bud, Vie, Mun
(10) Bl
Turkey: Hom, Gre, Bul, Ser, Tri (7) SP

IDA 1974 HANDBOOK ON SALE

A great buy for any avid hobbyist! 80 full
pages crammed with the best articles by the
best authors of the hobby. Humor, serious
and fun reading will entertain and teach
you more about the game. Only \$2.00 for
IDA members! Send money to John Boyer now!

NEWS, CONTINUED

feasibly held during one season of the year. There is, I believe, quite enough people now in the postal hobby to be capable of holding several regional conventions. The only rule to watch now is to avoid having them during the same month.

The annual IDA Elections, though late again, is going on as before. This year there are many more capable candidates thus providing competition for all offices except the Overseas Regional Secretary and the British Region.

I myself am running for Atlantic Regional Secretary since I feel that I would be a good worker continuing to serve IDA as best as I can. With more time on my hand as a result of not having to publish Diplomacy Review I am hoping to be able to contribute more ideas and practical solutions to various problems as they arise on the Council.

Just the other weekend, I was honored by a visit from Walt Buchanan. He stopped here overnight on his way to the Naval Reserve annual stint. He tried to steal a bunch of my older Impassables and also tried to break what he calls my "infernal stapling monster". It was all I could do to keep him away from my own archives and the infamous stapler.

You know, there's a reason, rather, a story behind that big stapler. The Post Office, about two years ago, wrote me a letter complaining about the other stapler I then had. They said that it wasn't pinching the staples and consequently postal workers were cutting their fingers on my Impassables. It was an ultimatum. I went in for a visit to talk it over with them and they suggested I get the stapler which I now use. So, that's that Walt! At least, it can handle $\frac{1}{2}$ inch staples and so you can have those Diplomacy Handbooks! How else could I put them together?

By the way, the 1974 Diplomacy Handbook sales are going pretty good considering that they are twice as expensive as the 1973 one and that this country is experiencing inflation and recession, if not depression. But, I do want to assure you that it is indeed worth the \$2.00 for members of IDA, though I really wouldn't recommend buying it for \$3.00. The \$2.00 price was logical since the number of pages was doubled over the 1973 edition. Also, we considered the quality of the content a lot better also. So, if you've hesitated before about buying a copy--remember this is Christmas and go ahead and buy yourself a gift! Send your check or money order to me, but made out to International Diplomacy Association.

PLAYERS' ADDRESSES

With quite a few new players now added to the ranks of Impassable readers, and with a few changes of addresses, I felt that it would be proper to list all the players and their addresses. They follow in no particular order, however; sorry about that! Herb Barents, 1142 S. 96th Ave., Zeeland, MI 49464

John Hulland, R.R. #4, Guelph, Ontario, CANADA N1H 6J1

John Hendry, 101 Thatcher Hall, U. of Mass., Amherst, MA 01002 (is now temporarily at 17 Price Rd., Peabody, MA 01960)

Walter Blank, R.F.D. #1, Box 181, Ontario, WI 54651

Wayne Callahan, 59 Pinecrest Rd., Whitesboro, NY 13492

James Cooper, 6192 Preston Haven, Dallas, TX 75230

Bob Fanelli, 916 E. Sharpnack St., Phila., PA 19150

Kevin Gallagher, 5035 Hibbs Dr., Columbus, OH 43220

Jim Harsney, 24 Benton Ave., Youngstown, OH 44515

Lee A. Kendter, 4347 Benner St., Phila., PA 19135

Steve McLendon, Box 57066, Webster, TX 77598

David Davies, 2385 Lawrence Ave., San Bernardino, CA 92404

Doug Beyerlein, 330 Curtner Ave., Apt. 8, Palo Alto, CA 94306

John DePrisco, Box 502, Manor Branch, New Castle, DE 19720

David Fujihara, 1225 Peterson Lane, Honolulu, HI 96817

James Fish, 3801 Hillcrest, El Paso, TX 79902

Margaret Gemignani, 3200 NE 36th, Apt. #907, Ft. Lauderdale, FL 33308

Ron Kelly, #210, 225 Virginia Ave., SE, Washington, DC 20061

Joe Hrbek, 5953 Albermarle St., San Diego, CA 92139

Thomas Keller, 317 E. 12th St., New Albany, IN 47150

John P. McKeon, 88-00 Shore Front Pkwy., Rockaway, NY 11693

Bob Knudsen, 158 Castle Crest Rd., Walnut Creek, CA 94595

Howard Mahler, c/o Math Dept., Princeton U., Princeton, NJ 08540 (temporarily home at Leggett Place in New York)

Andy Phillips, 128 Oliver St., Daly City, CA 94014

William Osmanson, 1015 Union St., Morris, IL 60450

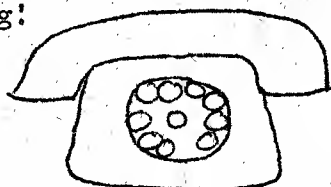
(cont. next page)

ADDRESSES, CONTINUED

Richard Swies, 4829 Leamington, Chicago, IL 60638
 Mark Tonnesen, 13514 Wood St., Woodbridge, VA 22191
 Steven Ball, 398 Queen St., St. Mary's, Ont. CANADA NOM 2V0
 Bill Abbott, 701 Miller, Apt. 20, Ann Arbor, MI 48103
 Douglas Dick, 9468 Beecher Rd., Flushing, MI 48433
 Allan Amer, 465 Shore Rd., Apt. 5-U, Long Beach, NY 11561
 Greg Warden, 804 S. 48th St., Phila., PA 19143
 Jim Lawson, 3508 Benton Dr., NW Calgary, Alta. CANADA T2L 1W8
 Richard Greenwell, 28 Pond Rd., Sydney Mines, N.S., CANADA B1V 2X4

The circulation of Impassable, after having dipped to about 95 is now back up over 100 at 112. With three more games, we should be setting a new circulation record for Impassable. Sigh, more work!

ring!



AUTHORIZED PHONE
 CALLS COLLECT TO
 PLAYERS FROM GM!

The list of people who have authorized me to call them collect if they should miss sending me orders is growing to the point I feel I should list the names. However, I will not give out phone numbers as this is a postal hobby and not a phone hobby. If the players want to exchange their phone numbers, it is up to them! The following have authorized me to call them collect if they miss:

Abbott	Beyerlein	Callahan
Cooper	DePrisco	Davies
Kostoff	Fanelli	Fish
Gilinsky	Greenwell	Gallagher, K.
Hendry	Hrbek	Knudsen
Kendter	Monahan	McKeon
McLendon	Osmanson	Tonnesen

If you want me to call you and your name is not here, then send me your number and I will put you down. The system I'm now using is that I call the day I'm adjudicating the games which can be anytime during the weekend.

Also, I wish to note that several of the players have not been calling in their orders during the right hours. I'm practically always out on Monday, Saturday and Sunday nights. So, call me on Tuesdays, Wednesdays Thursdays and maybe Fridays.

ARE YOU ON AIRMAIL SERVICE?



--or are you still
 on the Pony
 Express?

If you think that the U.S. Post Office is still using ponies for long hauls, then perhaps you should send me a \$1.00 deposit to be used to speed up your receipt of those precious Impassables?

At the very least, I'm sure that the U.S. Post Office is using modern aircraft--perhaps the WWI vintage stuff like the Sopwith Camel? That picture above is, of course, only an illusion!

Nevertheless, there are several players who are making use of this wonderfully inefficient airmail service: Fujihara, Beyerlein, Gallagher, Davies and Lawson. If you're not listed, then let me know!

Oh, if you're ever late with orders and you can't find my phone number, then try mailing a mailgram. You phone up the Western Union and they'll transmit the orders to Carlisle Post Office and then the P.O. will deliver the mailgram--it is fast!

EDITORIAL



peace on earth

Each Christmas season I try to have a special issue of Impassable. This issue, however, is not as big as the ones in the past, but is a little different from the usual. More importantly, at least to myself, I expound on philosophy, or my annual sermon. Thus, I wish to ramble on the more desirable traits and needs of this world.

Our postal hobby has grown by leaps and bounds each year, and 1974 was no exception. The awareness of our "cousins" in Great Britain might have been somewhat sudden due to the unnecessary controversy over the results of the Galhamer Awards, but at least more people, and I hope most, in North America know that they exist overseas. The hobby is painfully becoming aware of its increasing size which brings along with it a much greater variety in thought as well as in practice and philosophy.

It used to be that the hobbyists could argue about the relative qualities of organes (or, oranges) grown in California and Florida. That changed to discussing the relative qualities of imminent hobbyists, and to

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LETTERS

Dear John:

How are things going?
It really was nice playing
with you. Sorry about the
stab, John. Better luck in
your next game. Brutus

There are quite a few letters this issue and so I should start with them soon! First, we all should be happy to hear from Lewis Pulsipher. In fact, I have two letters from Lew, if we have the space, we'll end up printing both!

* * *

From Lew Pulsipher: (11/10)

"I'm not sure that Warden will have to find homes for all those EC and TFH games. After all, the guest GM's are just as responsible for the games (though not for the money) as the publishers. For example, Walker was GMing one EC game, and presumably he will make arrangements for continuing it. Unfortunately, some GM's seem to feel that if the publisher defaults, then the GM is off the hook. People should recognize that the GM has a non-financial responsibility for a game he is running as a guest in another zine (unless he accepts a fee, which makes him financially liable as well).

Really, John, how can you maintain that the much larger response to my survey compared to the CA is anything but an expression of apathy? I very much doubt that my "fame" has any significant effect on the response--and if "fame" does affect response, then isn't IDA's "fame" much greater than my own? And IDA is tied closely with the CA. And if the previous CA's were recognized generally as bad efforts, why in hell didn't you and the Council do something to improve them? Unfortunately, most people didn't wake up until they found that the British had won most of the awards. The people who had been trying to reform the awards since their inception (I boycotted them in the first year, remember?) were ignored until now. No, I don't think it was a realization that the first two years were a joke which caused the low turnout. I don't know what the turnout was last year, but I suspect it was little better than this. The real reason is that people don't give a damn for the CA's except for the few who get their

egoboo from them.

I am going to ask some questions on the next survey about the BN and MN. Tentatively, I will ask degree questions (including a neutral alternative this time) worded as follows: 1:-The continued maintenance of the Boardman Numbers is vital to the hobby
2-The continued maintenance of the Boardman Numbers is important to the hobby
And the same two for the Miller Numbers (just for the hell of it). The reason for asking two questions is that some people who do not think the BN are "vital" may still think they're important. Does anyone have a suggestion for improving the questions or adding others?

The vote is currently somewhat against a universal rating. Someone hit the nail on the head, however, when he answered, "MINE!" Clearly there can be no general agreement on a universal rating system. Two possible alternatives are to use a strict rulebook rating (that is, 2nd place and lower count for nothing) or, to use the actual preferences of the mythical "average" player for the rating. This would involve using the results of the NADPS, assigning a value to each outcome equal to the average value assigned to it by respondents. I inadvertently left out 7th place, however, thinking that no one in his right mind would put it anywhere but 13th, I didn't bother to put it back in when I noticed the error. But some printings have included 7th, and some people put 7th above some other outcomes (someone even put 7th above 2-way draw!!!!). So the findings are slightly skewed. For that matter, you'd get a different finding with every survey (if the question were asked every time), and I do not see how you could handle the changes without a computer. It's a waste of time in any case...

The next survey will ask people to assign values for relative importance of outcomes, from 0 to 60 with at least one outcome (presumably win) receiving 60. This will give people like Andy the chance to rate 2nd equivalent to 2nd, and others to rate 2nd equivalent to 2-way draw, etc."

From Gil Neiger: (12/8)

"About global variants: in my subzine, the playtestor (which began about two months ago) I am running two games of Fred Hyatt's Colonia already. It was when Fred and I realized that we still had more people who wanted to play, and I didn't have room for more (after the first year in the first game there will be eighty-one units on the board, (cont. next page)

LETTERS, CONTINUED

with plenty of neutrals untaken) that we'd say OK to Master Machiavellian who had been wanting to run some too. Copies can be obtained from Fred (378 State St., Brooklyn, NY 11217) for about 50¢ or so (the board is monstrous, so postage comes to a lot); I'm not sure of the exact price. Fred has been getting so many requests for maps that he's thinking of quitting his job and going into the business of selling Colonia maps. Also among the global variants is Mike Honig's (1494 E. 96th St., Brooklyn, NY 11236) which is another adaptation of Youngstown with about thirteen players. We played in once over the board, and it worked quite well (I was Brazil, and winning). Games of this may also be run in the playtestor when it gets off the drawing board, and lose enough of my mind (figure, about two-hundred and fifty units running around in the Colonia games, and then another variant with about a hundred centers.....). For anyone who is interested in playing (or just watching), sub rate is 10/\$1 for POUCH subbers and 10/\$1.25 for non-subbers. There is no game fee, and right now we need people for Scott Rosenberg's 260 AD and 1618 (both available from Scott, 182-31 Radnor Rd., Jamaica, NY 11432). Those are not global variants, however.

A few of the things you say about TDA are not true. You say that they are "a bunch of New Yorkers who are not mainstream hobbyists". Now, I'm not a member, but a few of my friends are, and I can think of at least half a dozen members who live quite some distance from here. What's more, there are even more that you could hardly call 'non-mainstream' (Eric Verheiden, Robert Sacks and Herb Barants (I'm not sure about Herb, for example. Secondly, John Beshara, does run it, to an extent. I can think of at least one occasion when my friends were unable to play Dippy because they were attending a meeting with Beshara. But I would not call Beshara 'dictatorial', as some have. (It is beyond me how someone can be dictatorial over an organization that supposedly does nothing) I don't mean to defend or support TDA, but these errors in your description make your attack considerably less strong.

One question about Intimate Diplomacy (since you're the American expert, now): when do the bids go in? Do they have a playing season all their own, or do they go in with Winter builds?

About what Mick Bullock says re: Ron Kelly and Andy Davidson: when I met Ron in

Kelly in late August, he had just won a game in The POUCH, and I believe he told me that he had won just one before that. He was in about 85 games at the time (this beats Davidson's "record") and last time I talked with Ron he said he was in about the same number as before. The reason Ron has not won that many is that most of the games he has started have not ended yet (except, say, the ones where he won in 1906) and you can't expect him to win too many of his standby positions. But he should be at the top of the CPCRL in a very short time.

* * *

I have a letter from Walt Buchanan (really, it was a letter, but he gave it to me in person while he was here on a visit last week--or was that two weeks ago? Oh well, I'm going to give the gist which is just news about DW) which I will paraphrase and chop up into pieces....

"Anyway, that makes publication of DIPLOMACY WORLD in December impossible. The capper is that by the end of the year we will be moving into a new house so the rest of the year will be hectic indeed. DIPLOMACY WORLD I, 6 will therefore probably be out some time in January and I'd appreciate it very much if you would inform your readers of this so they will understand the delay.

"(1) The new Hoosier Archives Demonstration Game will probably be starting very soon and the game fee will be \$20.00. This will include not only getting Hoosier Archives air mail, but will also cover a sub to DIPLOMACY WORLD for the game's duration. In addition, the player can name a standby of his choice who will get HA so he can submit standby orders for that country each time in case the original player misses. I've decided to try this method since last time it was to get standbys and there has apparently been poor coordination between standbys and the original players.

(2) One nice thing about the delay is that Everything by Beyerlein will be out by then and I can update the Calhamer Point Count Rating List. This will include a list of everyone that has won or drawn a regular game during the past year. Over 100 games have been completed.

(3) As previously announced, GRI is taking over ownership of DW next year. Also, next year DIPLOMACY WORLD is likely to go quarterly due to time pressure on my end. However, it will go approximately 40 pages and have colored heavy-weight paper stock for covers. Unfortunately, subs will go (cont. next page)

LETTERS, CONT.

up to \$4.00 a year although I intend to allow IDA members to sub for \$3.00."

* * *

From Francis McIlvaine: (12/7)

"It is my sad duty to report that Harry Riley died recently. I am writing to ask that you put something in DIPLOMACY REVIEW about this as he was a member of the IDA. If you aren't going to publish the next issue of DR please forward it to the winner of the Election. He died of a brain hemorrhage after a month long illness. Harry was only an acquaintance by mail for me, but I must say that he was what I would consider a "best friend" of mine. Although he was new to the hobby I must say that he was a very fine person and the type of person that we need in this hobby. I for one am extremely upset at his death.....I am sorry for DIPLOMACY as well for we have lost a man whom I was proud to count as a friend."

* * *

From Bob Fanelli: (12/5)

"....Also, I don't think I mentioned it before, but, I've started a wargamers club at Temple University (where I'm a student) about 2 months ago. We've been teaching people to play Diplomacy as well as S&T type simulation games. Diplomacy response is fantastic. We've got about 20 members already (I was surprised). If you ever get your Gettysburg group game rules worked out, I'd like to see them, as we could possibly play a face-to-face game of it...."

RATS, I lost Phillips' comments, so I can't print that!! Oh well, there's plenty of food for thought which I'll tackle just now....

In reply to Lew: From what I've just heard, EC will continue definitely (I got those letters from him which I printed in last issue of DR, and commented on in last ish of Impassable), the only question mark being TFH. I'm a player in the Fighter's Home, but haven't heard anything on our game since the GM last wrote about it. I had orders in at the time so I didn't do anything more about it. I wasn't particularly watching it closely since I entered as a stand-by (my first). However, it will have to wait until more is heard from Gorham, if at all. These delays are bad regardless of whether Gorham will continue with the publishing chores of TFH. In this line, we have a treat in an

article written by Francis McIlvaine on the professional zines of the hobby. It was originally written for TFH, but he's giving it to me since they're not going to print it.

The old-age, rather, age-old problem of drop out publishers continues unabated. I can't keep on top of the foldings as some do, but there are indeed enough to prove that no progress has been made in this area of reliability (or will there ever be?) in publishers.

The CA's, I'm sure, suffers from an apathy, but the reasons of which I can't say for sure. The poll of yours, on the other hand, received more enthusiastic support and also better organization (you). So, if the CAs were handled right, they too would excite more people.

The problem would now seem that the CAs are going to suffer from all the controversy over the American-British votes. I'm not supporting either side, but am wondering how it will effect the next CA's! To me, there are too many hot heads right now and things should be cooled off!

You will always have problems with egotistical people (such as the one who voted for his own rating system) or foolish people not willing to help any worthy cause by seriously saying he values 7th above a two-way draw! Well, that could be something like a pure winner's attitude who might think if he doesn't win, it doesn't matter....

Assigning a value would, I think, be better than the limited grading on the last poll of strongly or not so strongly, etc. However, there will be more work just to calculate the results.

In reply to Gil Neiger: I have always been excited about world variants though I must say that I'm too overworked to do anything except print your letter. I did not realize that Colonia was so big. How long would it take to finish a game?

Lew sent me a rough draft of his world variant and it is pretty much along the lines of what I would like. It isn't big and can be put on two sheets of paper. There are only 7 countries and the number of supply centers are not overwhelming. I'll leave it up to Lew to mention more of it. ((Go ahead!))

Would I be presuming too much to think that I started the European variant binge we're currently having? When I came out with 1721 it was the first variant I've heard of (I could be wrong here) in recent

(cont. next page)

LETTERS, CONT.

time that added to the European variety of the game. Since then, we have seen several historical European games out....Westphalia, and 1618 to name two. So, it was a boost for the Variant arm of the hobby. What we need now is a good space variant!

I must again apologize for my statements on the TDA. Although they were facts for the most part, I was making fun, albeit not easily seen by others, of the feud, talk, or whatever, over the TDA-IDA-Beshara, and new yorkers, along with the Boardman Numbers. I had also read prior to that typing the joke organizations on both TDA and IDA. So, that explains that.

I still meant to say that TDA isn't anywhere near IDA in terms of democracy and services to the hobby.

What, me? Heck no! I'm no expert on the Intimate Diplomacy variant! All I have is what I printed, sorry!

So Ron Kelly is in 85 games? Did you know that I entered about 10 games? No? I'm no big league player....congrats to Ron for trying his stab, er, hand, er, luck in so many games! That's a remarkable record--must have cost him a fortune, though, right? (Hey Ron, how about an article? "How to Play in 85 postal GAMES?--I'm serious!")

In relation to Walt's letter: I do hope that whatever comes now that the DW controversy is over for good. The point has been made many times over, and very few people have changed their minds about it. I declare an open season for mercy. Why don't we pick on Big Brother? (If that's still going, anyone?)

In reply to Francis McIlvaine's letter:

I'm truly sorry to hear about the death of Harry Riley. He was the publisher of the fledgling BINARY. I've plugged him in this zine a few times. Frank was a guest GM for Harry and so one can see how much of good friends they were.

In reply to Bob Fanelli: I was quite interested to hear of the success at Temple. I happen to know that quite a few of the postal Diplomacy players are going to Princeton University. Perhaps a college match could be arranged?

As for Gettysburg, I'm afraid that is a temporary victim of my lack of time. I can only do so many projects and I've decided to bypass Gettysburg's revision to run a game of SPI's Bull Run by mail in my Lost Horizons gamezine. The basic system will be using anonymous players with all communications between the players being through the GM.

This is part of the fog-of-war rules for the game. Communications will be passed on to another player WHEN his messenger unit on the gameboard reaches the other player's command unit. So, if you're lucky and don't have the misfortune of the enemy capturing your messenger (and the message!) while being able to find the hex of the other player's command unit, then you can get a message or order through.

Another thing to worry about is that sighting is limited to 5 hexes over clear terrain. Woods, of course, will block the view. So, surprise attacks and limited intelligence (the players will only know what happened to their own units--for other players on their team, they'll have to get those messengers through!) will make the game an exciting one. Last, the Bull Run I game with its 2nd Scenario is an excellently balanced game with a plus of being only 8 turns long. Everyone is on the board at start (oops, forgot to mention that both sides will be run with teams of 4 players with one being the supreme commander charged with organizing the team's efforts) and with only 8 turns, the game can be finished in only 4 months--quick enough to do 3 games a year!

To make things easier for the GM, I have printed forms that will serve as the game reports, provide sheets for players to write orders and for paper to write messages to the other players whom they'll only know by game name (such as General Beauregard).

Well, so much for the letters, I think that we are ready for Francis' article. So, that's next! (See page 12)

EDITORIAL, CONT.

getting into personal feuds with others.

Lately, it would appear that groups of hobbyists are looking for trouble or battle with other groups. At the least, the struggle has gone from the single combatants to team combatants.

This is indicative that as the hobby continues to expand, more people of every variety will enter the hobby--each with their own ideas, and their own interests.

The task of keeping the hobby on an even keel--from exploding into mass amounts of feuds is no longer in any single person. For no single person can ever again have the influence that the "gods" of the past had (such as Walker, Lakofka, Birsan, Von Metzke, etc.) in the hobby. The hobby has grown to
(cont. col. 1, pg. 13)

THE PROFESSIONAL ZINE

BY Francis McIlvaine

Author's Note: I wrote this during the summer for THE FIGHTERS HOME, however, it was never published as TFH went on a long period of suspended publication. I feel that this enforces my feeling that the professional zine cannot be automatically assigned the label RELIABLE until time has passed and the profitability is assured. We have seen a 100% turnabout in the professional zines, both TFH and EL CONQUISTADOR have suspended publication promising to return but as of this writing neither has, and DIPLOMACY WORLD has been taken over by GRI although the editor remains the same. I believe that the possibility of a 'takeover' by professional zines is now a very remote possibility after the recent past.

* * * * *

One facet of the hobby recently is the professional zine, I would like to try and discuss the professional zine and compare it to the amateur zine. Basically there are three types of Diplomacy zines that could possibly go professional, a genzine (DIPLOMACY WORLD), a gamezine (THE FIGHTERS HOME), and a combination of the two (EL CONQUISTADOR). Although there is some overlap among the zines as named I will for convenience use the current professional zines as examples. Now the genzine is a simple matter, you either get it or not depending if you like the contents of the zine, but what about the gamezine? Why would you play in a professional zine rather than an amateur zine?

To determine what type of zine you will play in I must make some sort of assumption about you as a gameplayer mainly that you want to maximize your satisfaction in the game. Now as the professional zine is more expensive (usually) than the amateur zine to play in there must be advantages to make up for the higher price. I asked a few people and got their reasons for playing in a professional zine and they were: better readability, reliability, knowledge that a game was open, format, large audience. I would like to take each of these points and discuss the merits of a professional zine as opposed to an amateur zine.

Better readability was one frequently mentioned by the people I asked. There is no doubt that professional printing is superior to the normal amateur zine, but in most cases I have found that the amateur zines were readable but this is a legitimate reason for spending more money on a zine if you desire clarity.

Reliability is another often-mentioned area. When you have many amateur publishers there are some who find that publishing just wasn't what they thought that it was and they drop out, also others find that their jobs or families demand too much time and they therefore also drop out of publishing. The amateur field is erratic, but I contend that the same could be said for the professional field. The amateur field offers many zines with less than break-even prices and the price competition is fierce. The professional zine cannot afford to charge too high a price or find itself priced out of the market. Therefore, intuitively, I have no hard data, the professional zines are also crunched for profits. While an amateur zine might go for a long time without making a profit because of the pleasure it gives to its maker, the professional zine must make a profit to justify the expenditure. The failure of many small businesses and professional zines devoted to wargaming, a larger field, shows that they can miscalculate the demand for their product and go under. So basically, while the professional zine people don't go into business lightly as some amateurs do they might miscalculate the market and fail for that reason. However, I feel, an established professional zine might have an edge on a amateur zine, but there are no established professional zines (yet).

Imperfect knowledge is also a consideration. This is one of the major positive points, in my opinion, for the professional zines while an advertised opening in a amateur zine might fill up very quickly a zine such as the FIGHTERS HOME which always has an opening is a good way to get an opening without going through a lot of "opening hunting" a convenience and a money saver too.

Format is a major consideration in this area. If you really like the type of format that a professional zine has it would be considerable advantage to you and it would increase your satisfaction of the game. Playing a game in a zine you don't like isn't as enjoyable

(cont. pg. 13, col. 1)

as playing in a zine you can't wait to get.

Audience is a factor mentioned by a few players, they wanted their games to be seen by the most possible players for various reasons. This is a two-edged sword as some players might like the relative obscurity of a small zine, however I would have to assume that the players who like to be in the lime-light would be willing to offer more money to play in such a spotlight.

The amateur zines have personal touch-- a very important factor. For instance, my zine, DORSAI, has 33 subscribers and I really don't want anymore. I try to listen to all my subscribers and give them all personal attention, but as the zine gets larger this is not always possible, and the professional zine must be large to survive.

Now that I have briefly explored some of the reasons for playing in the professional zines I came to the conclusion that you as a rational player would either play in a professional zine or not depending on whether or not your extra satisfaction, if you do get extra satisfaction, that you get from playing in a professional zine is worth the extra price that you must pay to play in the professional zine. For many people this will be the case but it is a choice that every person must make for himself. I think that the professional zines are a good addition to the Diplomacy community as they increase the choice of the player and help give him the largest possible satisfaction. I hope that they never do replace the amateur zine in this area because this is still the backbone of the hobby. #end#

EDITORIAL, CONT.

the point where each individual is dwarfed-- his voice and personal efforts amounting to only a mere bit of contribution to the overall well-being, or even ill-feelings. The new task of all interested hobbyists is to keep the hobby informed about itself. How many people knew Harry Riley? Heard of him? No more. Harry was only one of the many good publishers in this hobby, but he never had the chance to become well-known.

Even players are having more trouble trying to prove their ability nears genius-- the rating systems are loaded with good players who have had the head start of finishing more games. It takes about two or more years to hit the top listings--and
(cont. col. 2, pg. 14)

SOLITARY CONFINEMENT

CHAPTER TWO

Neptune, eighth planet in the solar system, fourth largest in size, with an average distance from the sun of 2.8 billion miles. From so far away, the sun was nothing more than a very bright star, the result being that Neptune was in a constant state of twilight, equivalent to dusk on Earth, just before darkness sets in. Just enough light to be able to make out the terrain features, without the hindrance of shadows.

After all this time on the planet (how long had it been, 5 months? 6 months?), Torgen was still somewhat awed by the spectacle. Just being on Neptune at all was enough to stagger any man's mind, and yet here he was.

He had brought the ship down on a large plain, probably in the northern hemisphere just north of the equator. He could see a small mountain range to the south with the naked eye. He guessed it was south, not being able to tell for sure. To the west, a much larger range could be made out using the powerful psionic binoculars. He estimated the distance of the range at around 100 miles, while the range to the south was only about 15 or 20 miles distant.

All around his position were meteor craters, some as small as 10 feet across, and some several miles across. But most were 300 to 400 feet across. Still, there were enough craters holes to make him worry at the possibility of a meteor crushing his ship, along with himself.

The surface was something else again. Frozen methane and propane, about four feet thick, on top of a frozen mixture of rocks, gravel, and ice. The ice was not derived from water, but from ammonia. Analysis in the ship's lab showed the rocks and gravel to be almost the same type as that found on earth. But the gravel did not contain the minerals necessary to sustain plant life, if proper conditions for plant life could be produced.

Torgen found the atmosphere of methane gas to be very peculiar indeed. During the Neptune "day", the atmosphere was thin and very clear, enabling light to pass through to the surface. In fact, it was so clear Torgen had a practically unobscured and distortion free view of the heavens. But at "night" the temperature dropped just enough to freeze the methane atmosphere and bring it
(cont. next page)

SOLITARY CONFINEMENT, CONT.

tumbling down to the surface. Fortunately there was so little atmosphere that it accumulated only about 15 feet on the surface, well below the windows of the command room which were some 40 feet above the surface. And at night, Torgen had an absolutely unobscured view of the galaxy.

Torgen allowed himself the luxury of a smile as he thought of all the theories that would be shattered about Neptune should he ever be rescued. Indeed, science books would have to be rewritten. And most likely all theories about the four other unvisited planets, Saturn, Uranus, Pluto, and Diogenes, would have to be re-evaluated.

The smile quickly faded as he realized that before he could be rescued he must establish radio contact with Earth or with one of the various outposts on the moon, Mars, or Ganymede, one of Jupiter's 12 moons. Checking his watch, Torgen calculated that almost three hours had gone by since he last broadcasted his s.o.s. Being at least 2 billion miles from the Earth, depending on the relative positions of the Earth and Neptune, a radio signal takes at least 2 hours and 45 minutes to travel from his ship to a receiver on Earth. That meant his s.o.s. should be reaching Earth about now. Another three hours and he would have to start tuning in his own receiver in the event an answer was coming.

Waiting for the time to go by, Torgen closed his eyes and for the nth time again went over the events that brought him to Neptune....

to be continued....

EDITORIAL, CONT.

it will take even longer in the future! There aren't that many people who have the time or money to afford playing in 85 games as Ron Kelly is doing.

So, having stated that in principle the hobby is now so large each one of us must be satisfied with a small share of the limelight, a small share of the possible number of friends. To an extent this is modified by your own efforts, but no one can ever become "god" or a big shot among big shots.

But, are there people still trying to be the biggest, the best, the loudest mouth, the winningest player, the biggest stabber?

For here lies many of the troubles with people--in each of our efforts to become

something or somebody, we can rub others the wrong way or in our overburdening efforts--begin to make mistakes, thus causing trouble indirectly.

This last I have learned especially during this past year.

I have been told that I was one of the last "big publishers" or the last of the old-time person who tried to do everything. Lord knows that I have done a lot. I have been Editor for IDA since it started, publishing the bi-monthly Diplomacy Review, also publishing several private gamezines such as Impassable, Lost Horizons and even Aquarius.

For the IDA I published the two first editions of the Diplomacy Handbook, the 1974 edition being the single largest dippy publication in history (so far).

I have done my best to become acquainted with as many hobbyists as possible, and I have ended up doing so much that I was no longer doing anything perfectly.

Normally I operate as a perfectionist. That is to say I take time and effort to do things right, but when I became pressed I started to make mistakes--this being compounded by my continuing efforts to remain a perfectionist.

Well, my sermon is really a lesson I learned and wish to pass on to the rest of you.

We all want to be something, but we must also realize our limitations in time and money as well as desire. I have said before that one can get hooked on Diplomacy and start going hogwild over something. This happens to too many people--and myself is one to be included.

So, the lesson, or moral, of this sermon is to take it easy, sit back and enjoy the hobby. If you become a publisher, stick to one gamezine and do not multiply your efforts!

If you're content as a player, I can only hope you'd be content with no more than 10 games at one time.

With both the players and the publishers each trying to enter or start more games, we end up beating both of them to an early postal death, i.e. drop-out.

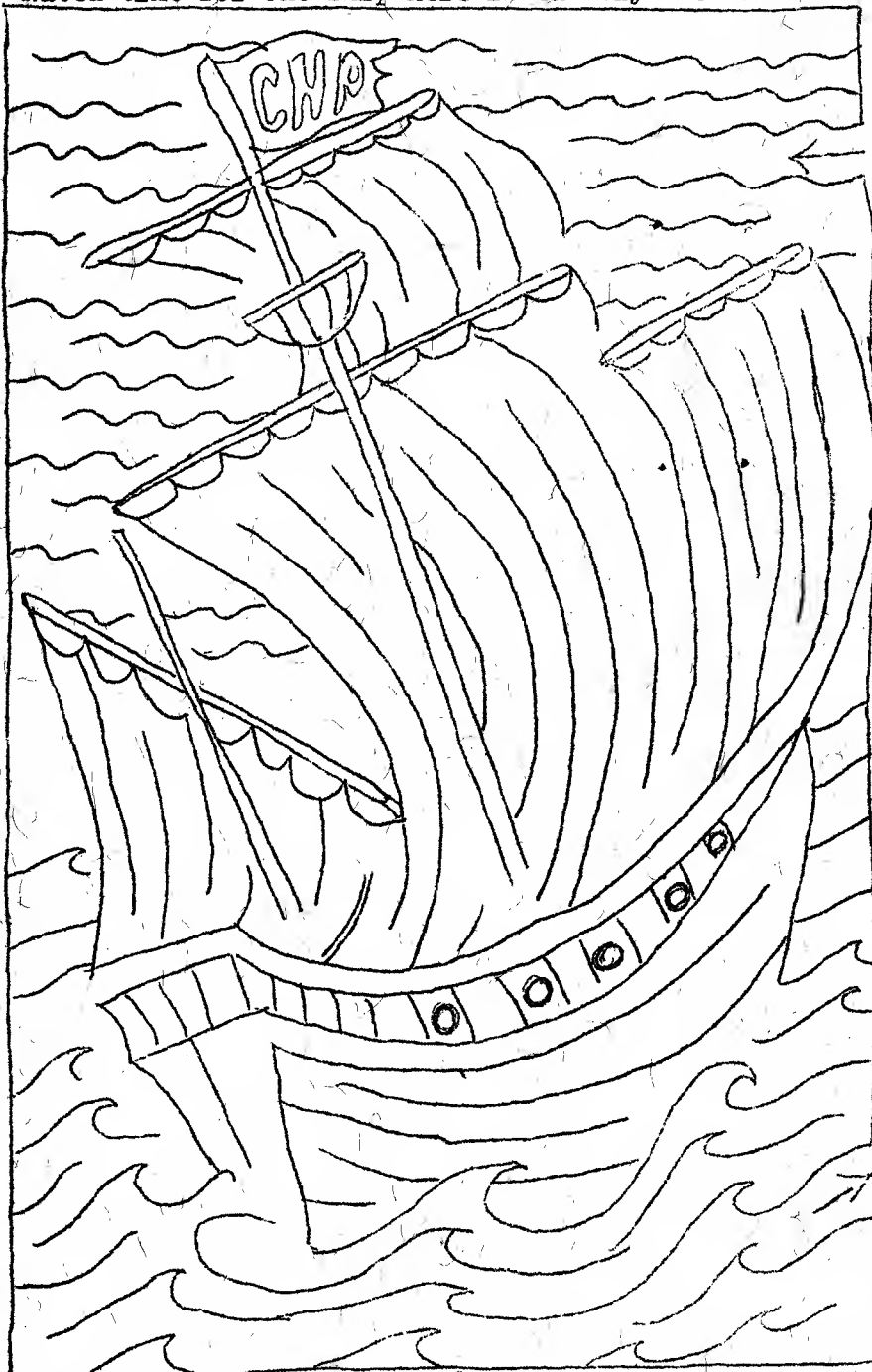
It is this fierce competition which drives many of us to the brink only to lose self-control over our emotions and the quality of our individual efforts.

Last, don't let the hobby turn you into a person "possessed" by an obsession with its games and gamezines. Remember--it is only a game, only a game, only a game....

PUZZLE

"The Three Little Ships"

Rated time for one ship here is exactly two minutes!



gathering decorations of holly and mistletoe, the singing of carols, giving of gifts, and sending of greeting cards. The Christmas tree is a German contribution to the season; the American Santa Claus is derived from the Dutch customs in New York. Saint Nicholas has his own history: began in 4th century, bishop of Myra, Asia Minor; patron of boys, of sailors, of Greece and Sicily; also called St. Nicholas of Bari (Italy) because his relics, when stolen, were taken there. In the Netherlands and elsewhere, his feast (Dec. 6) is a children's holiday. The English in New York accepted him from the Dutch, made him Santa Claus.

CHRISTMAS QUOTES FOR READING

"No Santa Claus! Thank God, he lives, and he lives forever. A thousand years from now, Virginia, nay, ten times ten thousand years from now, he will continue to make glad the heart of childhood."

Francis Church--Is There a Santa Claus?

I heard the bells on Christmas Day
Their old, familiar carols play,
And wild and sweet
The words repeat
Of peace on earth, good-will to men!
Longfellow--Christmas Bells

Blow, bugles of battle, the marches
of peace;
East, west, north, and south let the
long quarrel cease;
Sing the song of great joy that the
angels began,
Sing the glory of God and of good-
will to man!
Whittier--Christmas Carmen

Let's dance and sing and make good
cheer,
For Christmas comes but once a year.
G. MacFarren (Before 1580)

HISTORY OF CHRISTMAS DAY

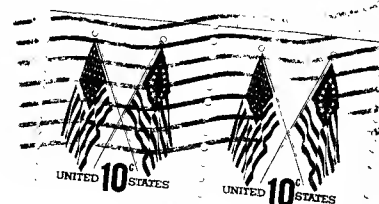
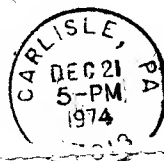
Christmas (Christ's Mass), feast day celebrating the birth of Jesus Christ (the Nativity), in the Western churches Dec. 25, a date almost certainly chosen for its nearness to the Epiphany (Jan. 6). Not observed earlier than A.D. 200, it grew popular in the Middle Ages, and many customs clustered about the feast, especially in English-speaking countries: the Yule log (the Yule season is simply Christmastide),

The usual features of Impassable will continue in next issue. Until then, Merry Christmas!

P E A C E



IMPASSABLE #44
 117 Garland Dr.
 Carlisle, PA 17013
 United States of America



Rod Walker
 4069 Jackdaw St.
 San Diego, CA 92103

NOTE: 1973BU is now in
 Impassable (pg. 3). A
 new game also on pg. 3,
 and 1974HN gets a Board-
 man Number (1974HN, of
 course!) See if you're
 asked to standby for
 Game _____.

FIRST CLASS MAIL